Skylla & Kharybdis

An Aliens-Predator CCG Scenario by Bobby Goodman III

version 3

BACKGROUND

Data Log: Main Computer, MOTHER Version 7.89.00.03, Kharybdis Station

Transmission Received: Executive Director Eyes Only
>Re: Operation Skylla
>Primary Directive 1: Extract Royal Jelly from species queen.
>Primary Directive 2: Develop DNA-specific pathogen.
...

Alert 37G: Airlock Compromised
>Section 4A-9D, Landing Pad
>Causality Estimate:
>>Experimental Subject Loose--74.00 %
>>Intruder--24.00 %
>>Sensor Malfunction--2.00 %

Engage Protocol 234: Interior Perimeter Breach
>Containment Doors 01A-40Z Sealed
>Security Officer-in-Charge Notified
>Primary Directive Overridden
>Primary Directive 1A: Download Project Skylla Data
>Primary Directive 1B: Evacuate Portable Data Drive
>All other considerations secondary.

Alert 13G: Containment Door Compromised
Alert 12G: Containment Door Compromised
Alert 11G: Containment Door Compromised
Alert...

RULES

Factions

The Company and Marines versus Cloned/Hive Aliens and/or Solo/Pack Predator. Rogues may be substituted for either the Company or Marine faction, but not both. Play proceeds in Company - Rogues - Marines - Predator - Aliens (CRMPA) order.

Kharybdis Station Layout

In this scenario, each player will begin with all locations already played on the table. Some will be placed face down and considered "locked" (see below). All locations are considered distinct. Access Space, Main Corridor, Stairwell, and Elevator cannot be played by any player as locked locations. Players may not have any locations in their draw deck.

Locked Locations

Locations placed face down are considered locked. Containment doors have sealed them. They must be opened by rigging the door controls or breaking through. They are considered a barrier of 5 that no species may pass through.

A human or predator character may rotate at any time to try and unlock a location. They succeed on a roll of 1 or 2. If they have the computer resource, they succeed on a roll of 1, 2, or 3. If the roll is successful, flip the location over. It is now open for all species to move through or use and may never be locked again.

Locations can also be unlocked by destroying the door as per normal barrier rules.

Other Rules

The EEV, Found 'Em, and Sweep The Area cards are disallowed from this scenario.

COMPANY BRIEFING

"Get in here now! And bring the keys to the weapons locker."

"What's going on? Who sealed the doors?"

"I think one of them got loose."

"Angels and ministers of grace defend us."

"Hold on a minute. This is all the way over at the south airlock?

"Wouldn't it have tripped the alarm before that? Please let it be a glitch."

"Or maybe someone from the outside coming in?"

"If one of those things is loose!"

"Remember the extra danger pay you get every month? You're about to earn it."

"Where's Security, man! This is their job."

"Here, take this. You can fire one of these, right? Cover me while I download the computer core."

"We're all gonna die, aren't we?"

Starting Situation

- Four characters choosen from the following: Corporate Agent, Company Official, Carter Burke, Dallas, Parker, or Lambert at Corporate Office.
- 4 Portable Data Drives, 1 Medkit, 1 Chemical Base.
- Corporate Office + Communications Center + Weapons Locker + 6 locked locations + Elevator
- Base Hand 4 +1 per employee SC controlled. Combat Pool 1.

Special Rules

All uncontrolled Supporting Characters that are Company employees can become controlled by the Company player anytime after the turn they are found, regardless of whether a Company character is present. This includes SC's found by other players but not those controlled by other players. Company Official, Corporate Agent, Dockworker, Electronics Tech, Engineer, Lab Worker, Mechanic, Physician, Programmer, Security Chief, Security Guard, and Staff Worker are considered employees.

Data can only be downloaded from the Company player's locations.

Victory Conditions

Evac 5 data tokens from the Marine or Rogue (Hired Security Docking Bay. Cannot evac if Pred or Alien present.

MARINE BRIEFING

"Saddle up, boys. This is what we train for. Soldier, override that door lock. Everybody else--get ready to shoot whatever's on the other side if it ain't human."

"Sir, yessir!"

"And I don't want no heroes. Get in, recover the target, and get out. Don't hang around admiring your handiwork."

"Sir?"

"Yes, Private?"

"What about the suits, sir?"

"The desk jockeys are bonus points, Private."

"Sir, yessir."

Starting Situation

- 4 Marines (only one leader) at Docking Bay.
- 4 Garrison Packs, 1 Medkit, 1 Chemical Base
- Docking Bay + Barracks + Weapons Locker + 6 locked locations + Stairwell
- Base Hand 5 + 1 for a leader, Combat Pool 2.

Special Rules

Gathering a Sample

The Marines may also go to they Breeding Chamber and search for Royal Jelly. When a Marine does so, remove a Royal Jelly card from the Alien player's deck/discards/hand and play it on the Marine. Treat this card as if it were an item.

Rescuing Civvies

Gain one CP or 2 Research points for each Supporting Character evacuated.

Victory Conditions

Help the Company successfully evac 5 data tokens (or evac them yourself) or evac the the Royal Jelly. Cannot evac if Pred or Alien present.

PREDATOR BRIEFING

`Please enter security code to cycle airlock.`

The sound of a small explosion. Smoke and fire. A dark looming shape obscured by haze, illuminated by the flicker of alarm lights.

`Breach. Breach. Breach...`

Starting Situation

Solo Pred

- Any Predator at Predator Ship.
- Mask and up to 4 Honor worth of Predator Items, except no other zero honor items.
- Elevator + 3 locked locations + Airlock + Pred Ship + Landing Pad + 3 locked locations + Stairwell
- Base Hand 5 +1 if adaptable, Combat Pool 4.

Pred Pack

- Starting honor of Preds, Items, and locations cannot exceed 18.
- 2-3 Preds.
- May have Mask and/or Claws for each pred.
- Elevator + 3 locked locations + Airlock + Pred Shuttle + Landing Pad + 3 locked locations + Stairwell
- May subsititute Pred Ship or Mothership for Shuttle at a cost of 5 or 7 honor, respectively.
- Base Hand 6, Combat Pool 1.

Special Rules

Pred Pack cannot use Camo Suit or Plasma Caster.

Victory Conditions

Fulfill honor requirement and evac.

ALIEN BRIEFING

Hisssss. [Translation: Now!]

Starting Situation

Hive Aliens

- Alien Queen + 4 Warriors + 1 Face Hugger at Breeding Chamber.
- Stairwell + 3 locked locations + any hived location + Breeding Chamber + any hived location + 3 locked locations + Elevator
- Base Hand 4 +1 per warrior with queen, Combat Pool 2.

Cloned Aliens

- Cloned Alien Queen + 3 Cloned Alien Warriors + 1 Chest Burster Card at Waste Tanks 5.
- Stairwell + 3 locked locations + Genetics Lab + Waste Tank 5 + any hived location + 3 locked locations + Elevator
- Base Hand 3 +1 per warrior with queen, Combat Pool 3.

Special Rules

Stolen Property

If a Marine steals the Royal Jelly, the Aliens can recover it by capturing or killing the Marine. If this happens, place the card in the Alien player's discard pile.

Victory Conditions

Hive all locations or kill all other main characters.

ROGUE BRIEFING

Aliens, huh? Sure, we'll still do it. But the price just tripled--and I want half up front.

Starting Situation

Hired Security (replaces Marine faction)
- 4 Rogues (only one leader) at Docking Bay. 4 Prohibited Weapons, 1 Medkit, 1 Chemical Base
- Docking Bay + Barracks + Weapons Locker + 6 locked locations + Stairwell
- Base Hand 5 + 1 for a leader, Combat Pool 2.

Info Brokers (replaces Company faction)
- 4 Rogues (only one leader) at Corporate Office. 4 Portable Data Drives, 1 Medkit, 1 Chemical Base.
- Corporate Office + Communications Center + Weapons Locker + 6 locked locations + Elevator
- Base Hand 5 +1 for a leader. Combat Pool 1.

Special Rules

Cannot take hostages. Cannot control employees. If replacing Company, data can only be downloaded from the Rogue player's locations.

Victory Conditions

As per faction they are replacing.